

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S45	38	edit\$ adj2 moving adj2 (image animation avatar)	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 15:23
S46	9433	(edit command) adj2 (que queue list buffer sequence)	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 15:30
S51	11	S45 and S49	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 15:31
S50	0	S45 same S49	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 15:31
S49	49449	(display) with (que queue list buffer sequence)	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 16:49
S53	867	(display\$) with command near2 (que queue list buffer sequence)	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 16:50
S54	52	S53 same edit\$	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 16:51
S52	2159	(display) with command with(que queue list buffer sequence)	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 16:53
S55	0	(display) with command with(que queue list buffer sequence) same ("virtual character" avatar)	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 16:54
S56	271	(display) with command with (que queue list buffer sequence) and ((virtual adj2 (character environment world conferenc\$3)) avatar 3d)	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 16:55
S58	25	(character avatar) with (command action) with (que queue list buffer sequence) and ((virtual adj2 (character environment world conferenc\$3)) avatar)	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 17:12
S60	28	(display) with (fight action) with (que queue list buffer sequence) same ((virtual adj2 (character environment world conferenc\$3)) player avatar)	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 17:41

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S59	104	(display) with (fight action) with (que queue list buffer sequence) and ((virtual adj2 (character environment world conferenc\$3)) player avatar)	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 17:41
S57	29	(display) with command with (que queue list buffer sequence) and ((virtual adj2 (character environment world conferenc\$3)) avatar)	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/14 17:41
S61	10	"6369821"	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/19 13:43
S65	37	463/36.ccls. and paus\$3	US-PGPUB; USPAT	OR	OFF	2006/06/21 12:40
S64	521	463/36.ccls.	US-PGPUB; USPAT	OR	OFF	2006/06/21 12:40
S63	0	463/036.ccls.	US-PGPUB; USPAT	OR	OFF	2006/06/21 12:40
S62	17	("6488586" "6106399" "6570555" "6884169" "6369821" "5850352") and paus\$3	USPAT; EPO; IBM_TDB	OR	OFF	2006/06/21 12:40
S6	15	345/728.ccls.	US-PGPUB; USPAT	OR	OFF	2006/06/21 12:40
S66	3	("5759100" "5760768" "6488586").PN.	US-PGPUB; USPAT; USOCR	OR	ON	2006/06/21 12:58
S69	4	paus\$3 same (display\$ adj2 ((sequence series list) near2 (action command input button)))	US-PGPUB; USPAT; USOCR	OR	ON	2006/06/21 13:00
S68	0	(game gaming) and paus\$3 same (display\$ adj2 ((sequence series list) near2 (action command input button)))	US-PGPUB; USPAT; USOCR	OR	ON	2006/06/21 13:01
S70	32	(game gaming) and paus\$3 and (display\$ adj2 ((sequence series list) near2 (action command input button)))	US-PGPUB; USPAT; USOCR	OR	ON	2006/06/21 13:02
S71	4	("6237814" "6273814" "6340330" "6585599").PN.	US-PGPUB; USPAT; USOCR	OR	ON	2006/06/21 13:13
S67	299	(game gaming) and (display\$ adj2 ((sequence series list) near2 (action command input button)))	US-PGPUB; USPAT; USOCR	OR	ON	2006/06/21 13:17
S72	154	(game gaming) and (display\$ adj2 ((sequence series list) near2 (action command input button))) and ("1999" "1998" "1997")	US-PGPUB; USPAT; USOCR	OR	ON	2006/06/21 13:21

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S74	49	(character avatar player user char) same (display\$ adj2 ((sequence) near2 (action command input button))) and ("1999" "1998" "1997")	US-PGPUB; USPAT; USOCR	OR	ON	2006/06/21 15:15
S73	225	(character avatar player user char) same (display\$ adj2 ((sequence series list) near2 (action command input button))) and ("1999" "1998" "1997")	US-PGPUB; USPAT; USOCR	OR	ON	2006/06/21 15:15